

COM1008 Design Document

Introduction

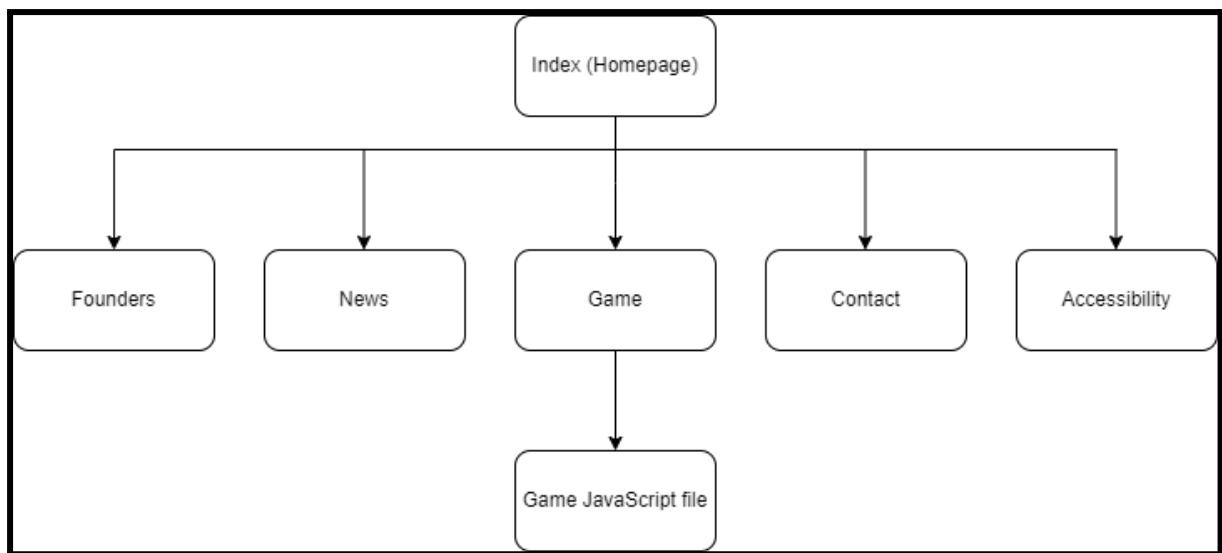
The purpose of this website is to act as a way for children to try out a demo version of the JavaScript game that is being developed as well as a hub for parents to access information about our company and get details on how to contact us.

Because of this, the design aesthetic that will be aimed at is a bubbly, colourful website to meet the target audience. This means that there will be vibrant colours and curved edges throughout the website and text will need to be easily readable and accessible.

As well as this a mobile-first approach is being taken which means that all pages must be designed for mobile devices first and foremost before then applying the same pages to a desktop version through CSS selectors.

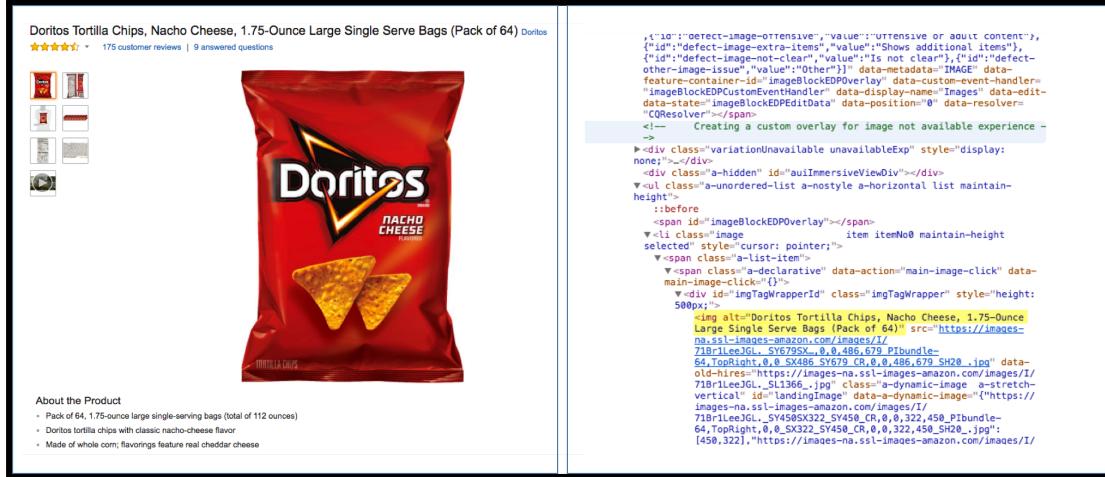
(As recommended for responsive web design at <https://developers.google.com/search/mobile-sites/get-started>)

Site Map



Accessibility

- Alternative Text
 - For all images on the website, we are going to include alternative text that will be readable to screen readers. This means that users who are visually impaired will be able to access the website and get all of the information that a user with full vision would be able to.

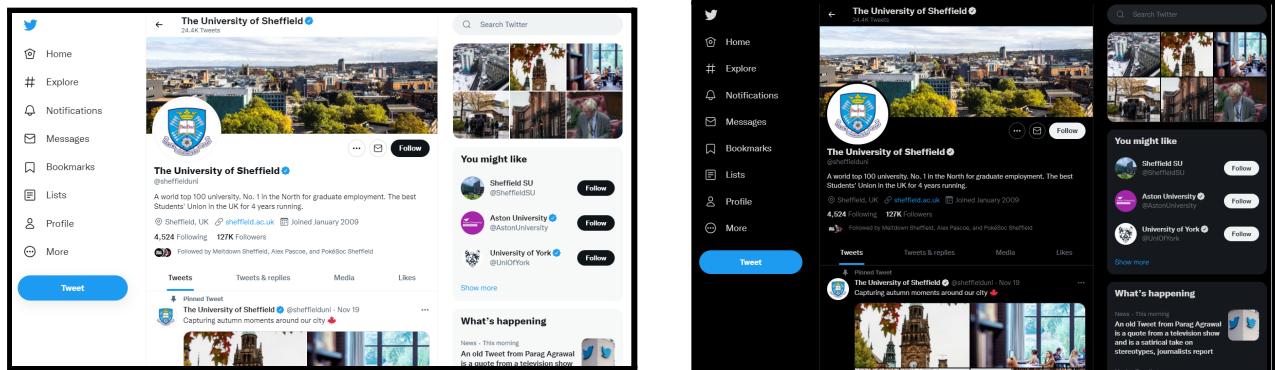


(Image source <https://moz.com/learn/seo/alt-text>)

- Dyslexia-Friendly fonts
 - All text on the website will be printed in a dyslexia-friendly font such as Arial (to be finalised) so that any dyslexic user will have minimal issues when it comes to reading all information on the company.

(Information found at <https://exceptionalindividuals.com/about-us/blog/our-top-10-dyslexia-friendly-fonts/>)

- Accessible through alt-button
 - The website will be fully accessible through the use of the ALT button to access every element (excluding the JS game as canvas cannot be made to do that). This means that users who cannot use mice will have the full experience.
- Colour adjustment
 - The website will include a toggle-able dark mode which will change the colours of the website to a more dark tone. It reduces any eye-straining bright light and means that users in low-light situations will be able to see the website easier.



(Website comparison used <https://twitter.com>)

Legal Issues

In terms of dealing with copyright for images, I intend to source all photos myself (Staff members, logo etc.) or use copyright-free images with attribution attached.

For example, I can source images for the game from a website like Freemages, (<https://www.freemages.com/>) which provides professional royalty-free images for both personal and commercial use, which is perfect for the project.

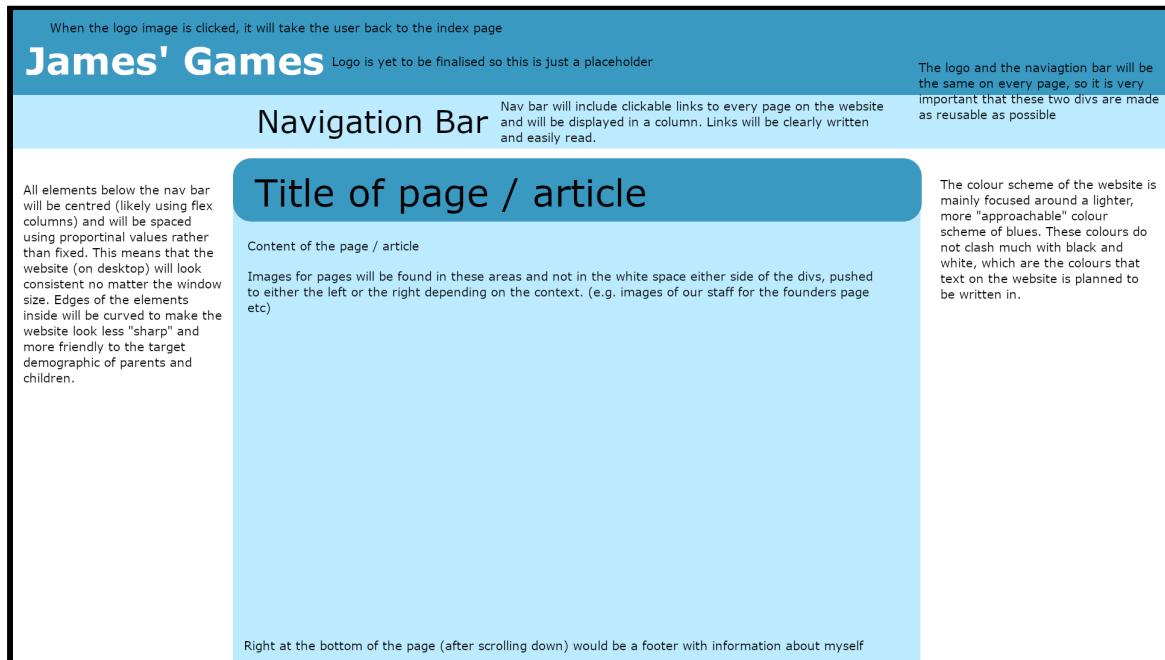
For the team, I plan to use photos of my friends with their permission that I have taken myself and use a description that they approve of so that the website can not be done for defamation of character.

Design Mockups

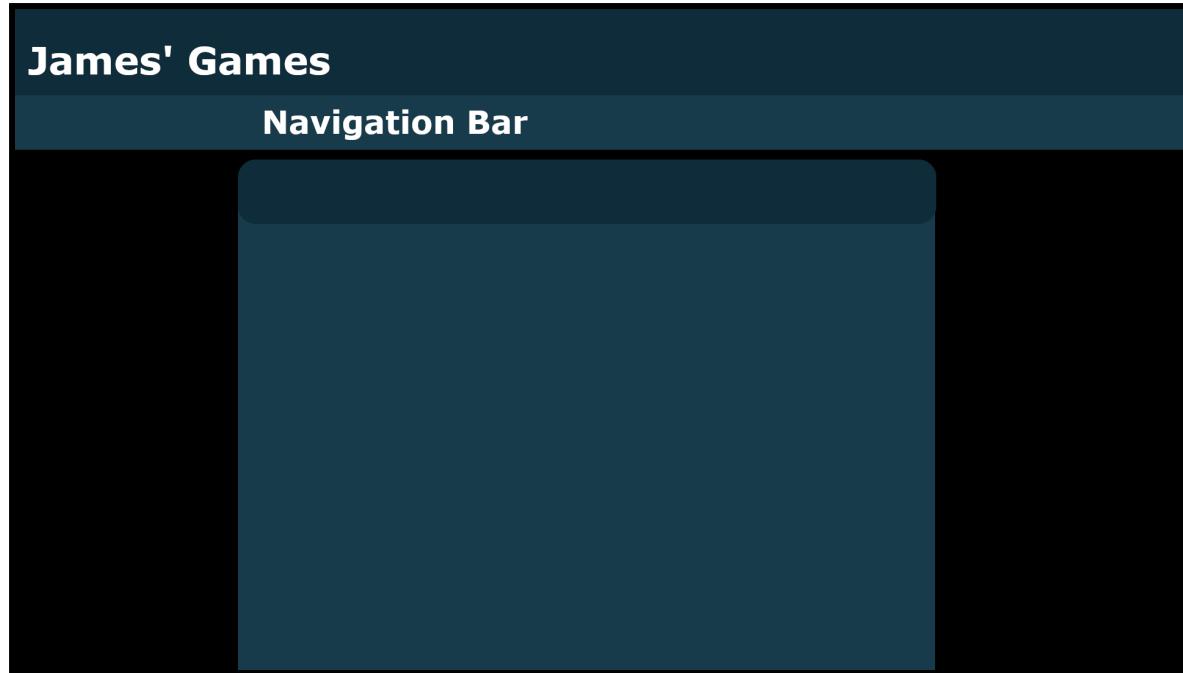
For the mockups, I have created two versions of each page. For the mobile version, I have used a 9:16 aspect ratio as that is the standard for HD smartphones, meanwhile, for the desktop, I have used a 16:9 aspect ratio.

The breakpoint is 600px wide as that is the standard (Set out by W3) for a mobile device. The breakpoints will be defined in the CSS using the @media tags and will differentiate between portrait mobile devices and landscape mobile/desktop devices whilst keeping the URL the same. (Example <https://developers.google.com/search/mobile-sites/mobile-seo/responsive-design>)

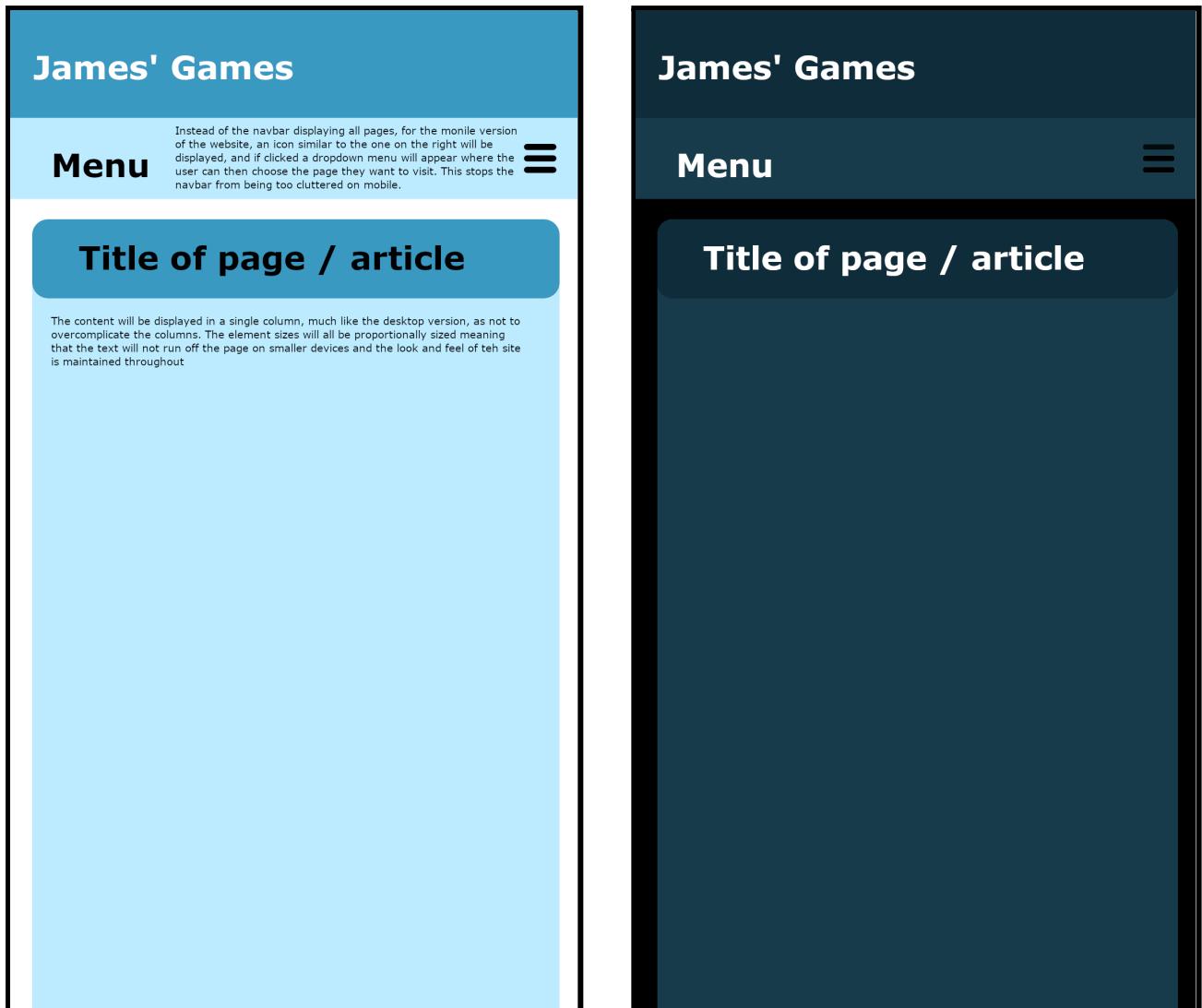
For the homepage, I plan to have information about what the company itself is and about the products we create.



This is a generic mockup for almost every page I plan to implement into the website (in terms of the desktop design). Each element is explained in the image itself. The mockup for the image above is for the "light mode" version of the page.



This is a mockup of how pages would look when dark mode is toggled. This design is much easier on the eyes in low-light situations and reduces screen glare. It would be toggled by a selection in one of the upper divs (likely done using a JavaScript onclick element). The text must then be put into a clear white (or very light) text so that it is readable on darker backgrounds.



Above are the designs for the mobile versions of the website. These versions will be created first to fulfil the mobile-first requirement. The main differences between the two versions, besides the shift in aspect ratio, are the margins between the content and the edge of the screen being significantly smaller and the change to the menu. For the mobile version, the menu will be hidden behind an icon, which when clicked will reveal the full menu. This is done as otherwise, the text on the mobile version would be small and illegible as well as too cramped to be practical and accessible.

James' Games

Menu

Contact Form

email

name

message

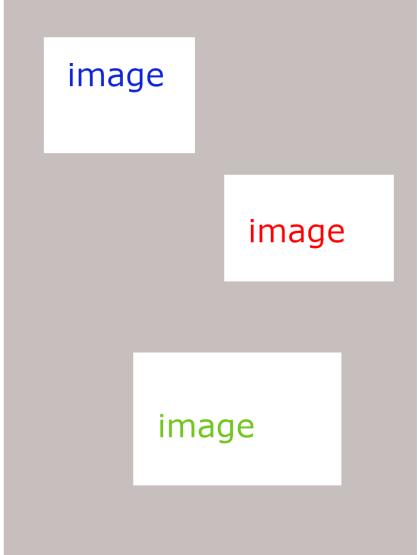
submit **reset**

James' Games

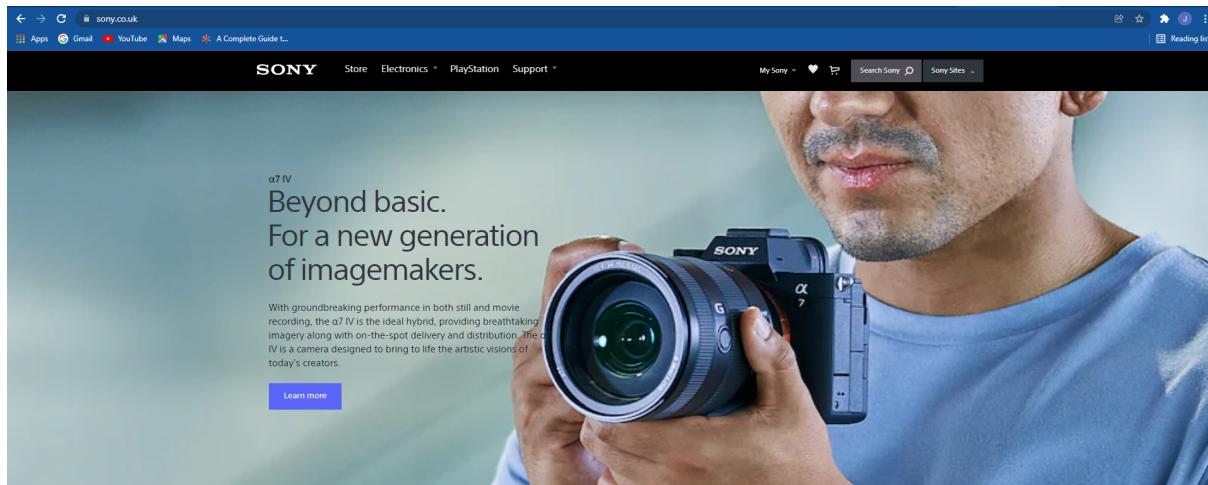
Menu

Game

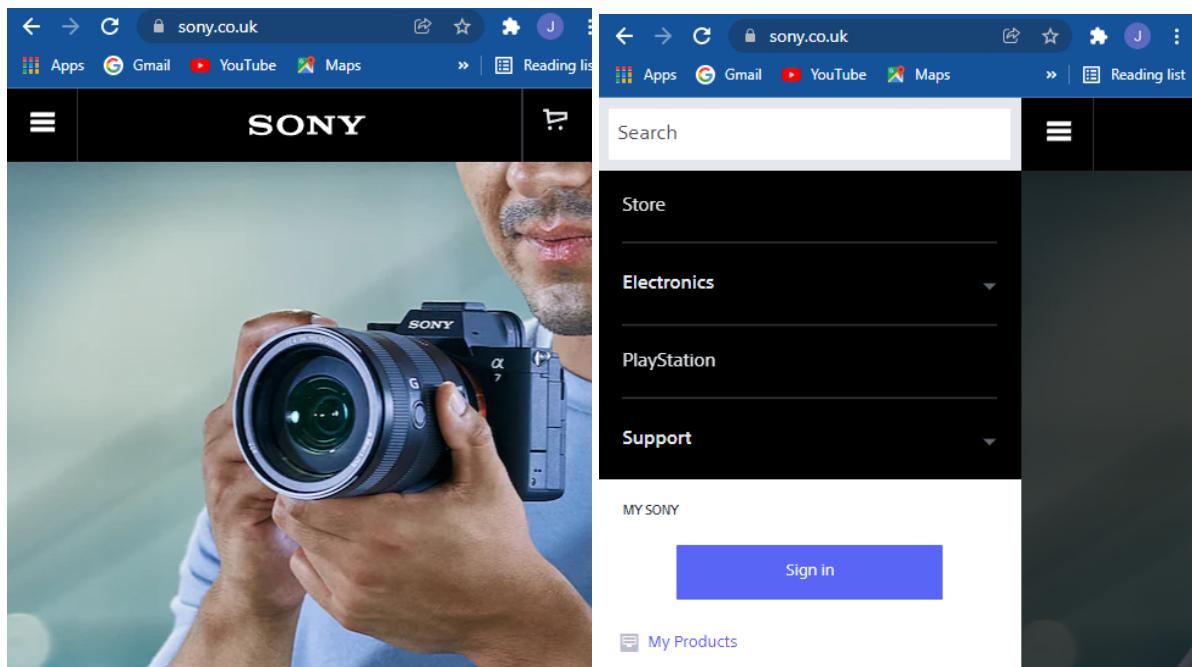
Game will display a canvas, then after taking in user input, will display 3 images across it randomly, not overlapping. The user will then be provided feedback based on how they did after 3 round



An example of how I would want this to be implemented would be the Sony website (shown below) which places its menu in a similar icon below 600px.



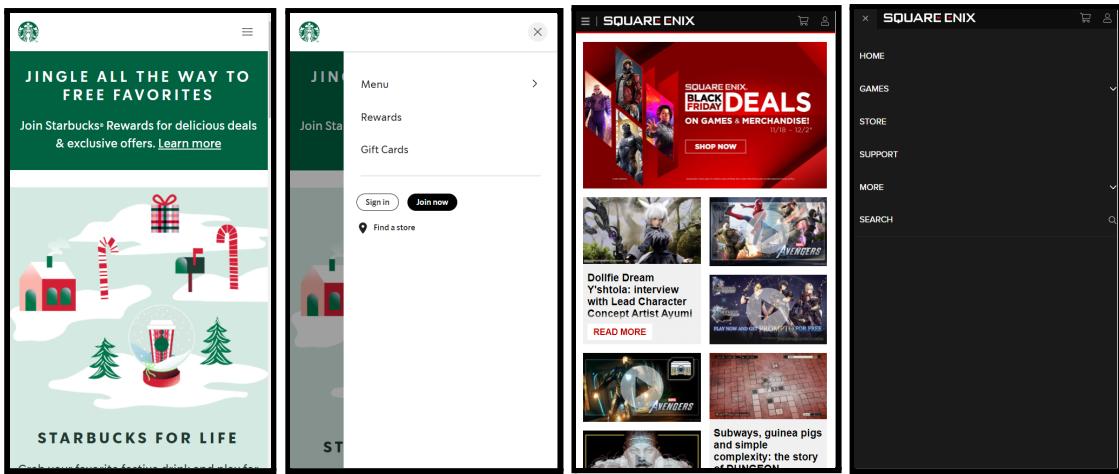
Desktop version



Mobile version with menu hidden and visible respectively (source <https://sony.co.uk>)

Menu System

The menu system for the website is described in detail in the previous section. Influenced by the menus found on websites such as Starbucks or Square Enix (seen below) the menus will be built around a mobile-first approach of menu icons that when clicked upon, expand into the full menu. This is done to make sure the text isn't too cramped as seen in a traditional navigation bar as well as helping out "fat-finger" issues on mobile and just generally looking much nicer



(Examples of the menu systems that the website's menu is being based off:

Left: <https://starbucks.com>

Right: https://square-enix-games.com/en_US/home)

Canvas / Javascript Demo

Name

Submit

Initially the canvas would be hidden and the user would be prompted to enter their name into a textbox. Upon clicking submit, the name will be assigned to a variable using JavaScript and the canvas element will be made visible by changing its CSS display value

After being clicked, the game appears. It will load up the images randomly, work out the coordinates of where the image is, then respond to the player whether they got it correct or not.

[NAME], Click on the dog

